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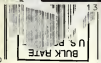
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TABLE OF CONTENTS



Phantasy Star —
page 46

columns

4 EDITOR'S NOTES

6 FEEDBACK

Letters and questions from our readers

10 CODE BREAKERS

Hints, tips, and codes to help you get the most from your games

12 NEWS BYTES

The latest Sega Genesis news and products

Features

17 GENESIS PRODUCT GUIDE

A listing of companies making games and products for Genesis

19 SONIC THE HEDGEHOG: New Superstar?

He's bold, he's brave, and he's the fastest videogame hero you've ever seen. Meet Sonic the Hedgehog, one of Sega's hottest new stars!

24 SUPER HYDLIDE REVEALED

You asked for it! Every week we receive letters about *Super Hydlide*, one of the most challenging role-playing games around. Here are the answers you've been looking for.



Batman — page 38



Sonic The Hedgehog —
page 19

Super Strategy

32 Abrams Battle Tank

You saw it in action during Operation Desert Storm — now, climb into the driver's seat. You command the Abrams M1A1 battle tank, one of the most sophisticated military vehicles ever designed.

38 Batman

The Dark Knight faces the challenge of his career when his archenemy, the Joker, plots to unleash deadly nerve gas on the people of Gotham City. Based on the hit movie, *Batman comes to Genesis!*

46 Fantasy Star III

The biggest *Fantasy Star* game yet. You'll explore seven different worlds in a quest that takes three generations to complete.

56 Star Control

Fourteen different cultures and fourteen different starships clash in this battle for control of the galaxy. At 12 megs, this is the biggest Genesis game yet.

64 Valis III

Yuko was an ordinary college student until the night she was called upon to defend Dreamland. Armed with the Sword of Valis, Yuko and two companions must defeat Glames and his Dark World soldiers.



Midnight Resistance — page 77

Reviews

76 Centurion

You must extend the Roman Empire from the tiny province of Italia to the entire known world. If you succeed, you'll be hailed as the new Caesar.

74 Hardball!

The hit computer game is now playing on Genesis. The first 8-meg sports title.

75 James Pond

His name is Pond, and he has a license to bubble. Help this unique Underwater Agent stop pollution in the world's oceans.

78 King's Bounty

The Scepter of Order has been stolen, and you must recover it. To do so, you'll have to hunt 17 fugitives across four continents.

77 Midnight Resistance

This time the bad guys have gone too far. They've kidnapped your entire family — and no one can rescue them but you.

78 688 Attack Sub

Experience the unique world of submarine warfare in this detailed military simulation.

79 Street Smart

You're a paid fighter, but you'll never be on ESPN. You take your bouts as they come — on the streets, where anything goes.

80 Twin Cobra

The attack helicopter Twin Cobra takes to the skies in this colorful arcade-style shooter.

GAME **Player's** **SEGA GENESIS** **STRATEGY GUIDE**

June/July 1991

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EDITOR'S NOTES

The big news this month is game size. Ballistic's new title, *Star Control*, sets a record for Genesis game size, weighing in at an impressive 12 megabits of memory. That's as large as many computer games, and proves that the Genesis is capable of running some very complex programs indeed.

Is 12 megs the limit? According to people at Ballistic, there was talk of increasing the size of the cart to 16 megs to allow for saved games! In fact, the only real limit on the size of a cartridge is the cost of producing larger games. A 16-meg cart would require more memory chips than an 8-meg cart would, and might cost well over \$100. Most buyers aren't prepared to spend that much on a single game, so videogame companies try to set reasonable limits in development cost.

In addition to its size, *Star Control* is an impressive example of the growing trend toward more sophisticated videogames. Just a few years ago, videogaming meant shooting, jumping, and little more. Anyone who wanted to play a more complex game — a military simulation, for example — had to invest hundreds — sometimes thousands — of dollars in a home computer. Videogames were thought of as kids' stuff.

But thanks to publishers willing to experiment with just what a videogame can be, the "kids' stuff" notion is changing. We've seen a lot of diversity in the two short years Genesis has been around — with new companies like Ballistic, we can look forward to a lot more in the years to come.

Matthew A. Firme
 Associate Editor

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Super Hydride

Help! I'm stuck on *Super Hydride*! I beat the dragon below the city, but now what do I do? I can't find the I.D. card to get in the castle, and I can't get into the Submerged Palace. I've been stuck for a week!

Sarah Gold
Pennsylvania

We've been getting a lot of letters about *Super Hydride*. It seems that many of you are having the same problems Sarah is having. Hopefully, our special *Super Hydride* feature will answer some of your questions!

Hockey for the Genesis

I recently purchased a Sega Genesis system and enjoy it immensely. I would like to know if Sega will produce a hockey game. I know a lot of people who would be eager to see a good hockey game on Genesis.

John Jimenez
New York

Good news, John! Sega of America is working on a hockey game for Genesis. It's in the early stages of development, so we don't know much about it at this time. It could be ready by the end of this year.

Mega Drive Games

I want to know if Mega Drive games can be played on the Genesis system.

Darion Morgan
Georgia

The Mega Drive is the Japanese version of the Genesis, and yes, the two can play the same game cartridges. But the plastic casings on the Genesis and Mega Drive games are different. Mega Drive carts won't fit in the Genesis unless you remove the cartridge casing, or alter the opening on your Genesis. Of course, both techniques can damage your cartridge or system, and we don't recommend that you do either.

There is an adapter available through Ultimate Game Club which allows you to play Mega Drive games on the Genesis safely. The adapter is \$29.99. For more information, call Ultimate Game Club at (203) 388-6741.

Shinobi and Moonwalker

I have a question about *The Revenge of Shinobi*. At the end of the first level there is a big guy with a sword, and I can't kill him. And in *Moonwalker*, what is the best way to defeat those zombies that break into two pieces?

Michael Rude
Wisconsin

To beat Blue Lobster, the boss of level 1 in *The Revenge of Shinobi*, stand up on the platform at either side of the screen. Now do the spinning leap and fire shuriken down at Blue Lobster. After several hits he'll explode.

To beat the zombies in *Moonwalker*, duck beside their legs and wait for their upper bodies to return. You can only damage them when their bodies are in one piece.

Budokan

I discovered this trick while playing *Budokan*. In the fifth match of the tournament, when you're fighting against Tetsuo Okabe, choose the bo. Hold down the B button and left on the control pad. This lets you block your body. Tetsuo will strike you continuously, but he won't hurt you. Wait until your ki is at its highest, then hit him with a few jumping strikes. He will go down in no time.

Ryan Morgan
New Jersey

Thanks for the tip, Ryan!

Unlimited Shuriken

I am a Genesis owner and my favorite game is *The Revenge of Shinobi*. I saw pictures of the game in your magazine, and you had 999 shuriken. How did you get so many?

Jonathan David
Illinois

FEEDBACK

Here's how to get unlimited shuriken. Go to the options screen, and change the number of shuriken to 00. Now leave the pointer next to "shuriken," and wait about thirty seconds. The 00 will change to an infinity symbol!

Phantasy Star II

I am an avid Genesis player and I have over 20 games. I need help with *Phantasy Star II*.

I have collected seven of the eight items I need to proceed to Noah. Where can I find the Neisword, and how do I get Lutz to help me? Please help — I'm really stuck!

James Lebers
New Jersey

Once you have all the other Nei items, return to Esper Mansion. Lutz will then give you the Neisword.

Sword of Vermilion

I recently discovered a way to greatly increase your character's armor class in *Sword of Vermilion*. In the cave to the east of Hastings, you'll find the Old Nick armor. Don't equip it yet. Head back to Swaffham to find Raphael's Stick. Now put on the Old Nick armor — your armor class will go up, but you'll be cursed. Use Raphael's Stick to undo the curse. You'll notice that your armor class is now lower. Take the armor off, then re-

peat the entire procedure of equipping the armor, using the stick, and removing it. Do this until your armor class is below zero. Your armor class should then become very high. Keep taking off and putting on the armor until your armor class once again goes below zero. Now, you should have an armor class of more than 9000! Your character is almost invincible, taking only one damage point per hit no matter who you're fighting — even Tsarkon himself.

Jeff Karlechuk
Ontario

Thanks for the great tip, Jeff!

Do you have any questions, hints, or suggestions about the Sega Genesis system or games? We want to hear from you! Write to:

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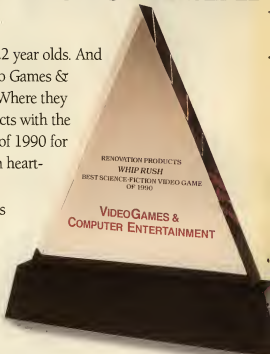
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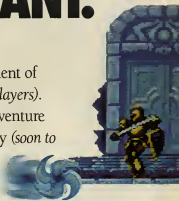


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Code BREAKERS

Hints, Tips, and Secret Codes

Afterburner II

Level Select: To select levels, wait for the screen that offers you a choice of Start and Options. Hold A, B, and C, and press Start twice.

tions screen. When the game begins, stay in the upper left or upper right corner and keep firing. This will only work in levels 1-3.

Super Hang-On

Options Screen: To access an options screen that allows you to change the game's difficulty level, hold A, B, C, and Start during the title screen.

Cyberball

Last Game Password: To compete in the final game as the Minnesota Monsters, enter—P5BB B5PSIHEX. You'll have lots of cash to spend on your team!

Super Monaco GP

Race 15: To compete in the fifteenth race, enter this password — 0Q76 2ILM F200 0000 0010 H10F B324 5D76 CA89 EGC1 0000 0002 0000 0000 F200 2CAC.

Ghostbusters

Cash-O-Plenty: To get plenty of extra cash for better weapons and equipment, go to the high-rise building. There's a safe just inside, and it's full of money. Take the money, leave the building, then re-enter. The safe reappears each time!

Moonwalker

Level Select: This trick will allow you to begin playing on levels 1-0, 2-0, 3-0, 4-0, or 5-0. First, plug your controller in the second controller socket. Turn the game on, and press the A button and Up-left on the direction pad simultaneously. Keep holding them and press Start. Now *quickly* plug your controller in the first socket. You can do anything you like now, even select options. When you select a one- or two-player game, "Round 1" should appear. Select levels with the direction pad. Press Start when you're ready to go.

Phantasy Star II

Protection From Attack: To avoid confrontations while you're exploring dungeons, continuously turn the Status Screen on and off as you walk.

Super Thunder Blade

Avoid Enemy Fire: To stay out of reach of enemy fire, first select a difficulty level of Hard on the op-



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BYTES NEWS

Ballistic, by Accolade

For years, Accolade has been one of the top computer-game publishers. So when Accolade announced last year that it would begin producing Genesis titles, it came as very welcome news for Genesis players. Considering the company's vast catalog of best-selling computer

games, Accolade could conceivably become as important a force in the Genesis arena as has Electronic Arts, another computer software company that's taking the Sega market by storm.

Ishido: The Way of Stones was Accolade's first Genesis title. It was the only game that will be released under the Accolade name, though. Accolade has announced the formation of a new label, Ballistic. Positioned as Accolade's "premium brand of 16-bit software," the company states that Ballistic will stress top-notch animation, graphics, and sound along with challenging and enjoyable game play. Ballistic's first titles will be designed for Genesis, although the company plans to publish games for the Super NES and TurboGrafx-16 as well.

The artwork of Boris Vallejo is featured on the boxes for *Star Control* and *Hardball!*.

The first four Ballistic titles, *Star Control*, *Hardball!*, *Turrican*, and *Onslaught*, will feature box art by renowned artist Boris Vallejo. Vallejo's work has appeared on well-known science-fiction and fantasy novels for years, and should provoke plenty of interest on store shelves.



Mondu's Fight Palace on Hold

Nearly a year ago, Activision announced it would enter the Genesis market with *Mondu's Fight Palace*, a translation of the computer game *Tongue of the Fatman*. *Mondu*, a futuristic combat game featuring fighters from every corner of the galaxy, was originally scheduled for release last fall.



Mondu's Fight Palace

Due to recent management changes, Activision has decided not to release *Mondu* at all. The game might be released by another publisher sometime this year, but probably not until Christmas.

In the meantime, Activision has no plans to develop any new Genesis titles.

BYTES NEWS

Renovation's First RPG

Known for such fast-paced shooters as *Gaiques* and *Arrow Flash*, Renovation Products is now branching into the role-playing field. The company's first RPG will be *Arcus Odyssey*.

In this game, the Dark Lord Castomira hatches a diabolical plan to defeat Leaty, the Sorceress of Light. The result will be unending darkness for the kingdom of Arcus.

You play as one of four brave warriors — Jedda, Erin, Diana, and Bead — who are determined to stop the Dark Lord. You must journey through Castomira's seven-leveled labyrinth, exploring mazes and slaying the Furerain Fish, Han-

adagon, Kefroggey, and any other enemies that cross your path.

Only by using magical items and recruiting allies in the labyrinth can

you and your band stop Castomira and save Arcus from the approaching night.



The forces of good and evil clash in *Arcus Odyssey*.



You'll meet strange monsters as you explore the Dark Lord's labyrinth.

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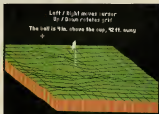
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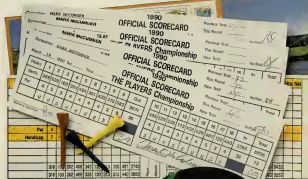
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Clean It Up

AD INDEX

Accolade	IFC-1
American Sammy	5
Bignet U.S.A.	31, IBC
Electronic Arts	14-15
Kaneko	73
Marketplace	10
Renovation	8-9
Sage's Creation	BC
Taito	11
Ultimate Game Club	7
<i>Game Player's:</i>	
Official Game Player's Sportswear	13

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THE HEDGEHOG:

A NEW SUPERSTAR?

He's got all the makings of videogame hero. He's dashing, brave, cocky—and supersonic. He's blue. And he's a hedgehog. Sonic the Hedgehog.

Sega's latest videogame hero, coming to stores this summer, seems destined to become as famous a character as Shinobi or Mario. Sonic has lots of personality—just watch his expressions as he speeds through his world, or as he waits impatiently for you to move him—and absolutely dazzling speed. No videogame you've ever seen moves as fast as *Sonic* does. As our hero speeds along, the backgrounds become a blur.

The best thing about *Sonic the Hedgehog*, though, is that the rest of the game is worthy of the

title character. Sega put a lot of work into the game's beautiful and varied levels. They're colorful and detailed, and designed to present some obstacles that challenge even Sonic's abilities.

We've been playing a preliminary version of *Sonic*, and here's an introduction to what could be the hottest Genesis title of the year.

Look for a complete Strategy Feature in our next issue. But for now, meet Sonic the Hedgehog!



Sega of America, 573 Forbes Blvd.,
South San Francisco, CA 94080



Sonic is ready for a fight. An evil scientist has changed Sonic's furry friends into insectoids in an attempt to take over the world.



Sonic begins his adventure in the Green Hill zone. Collect all the rings you can as you move through each level—50 rings gives you an extra hedgehog. That computer monitor holds ten rings.



Sonic moves so fast he sometimes has trouble stopping. To get at the rings inside the monitor, Sonic leaps into the air, curls up in a ball, and lands on the monitor.



Rings can be important to Sonic's health. If he's bumped by an insectoid while he's carrying rings, he loses the rings. If he's bumped when he's not holding any rings, Sonic dies.



You'll find springs like this all over the game. Always look for ways to reach places you ordinarily couldn't. *Sonic* is full of hidden surprises, so explore everywhere.



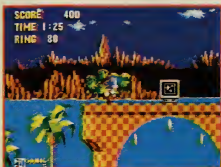
As Sonic crosses this chasm, the ground gives way. In this case that's good news, though, because below is a cache of bonus items.



What Sonic has to ask himself here is "Do I feel lucky?" Be careful, but don't let those spikes frighten you. Go ahead and see what lies beyond them.



The risk pays off, and Sonic finds a secret stash of goodies.



That sparkling monitor will give Sonic limited invincibility. While Sonic sparkles, he can dash right through any enemy that crosses his path. Below is a loop-the-loop.



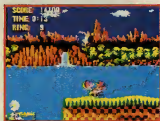
With the trailing sparkles, Sonic looks like a comet. The graphics in *Sonic* are great!



Hold down on the control pad, and Sonic rolls forward like a pinball. But before he enters the chute ahead, he decides to rescue a few of his friends who were turned into insect-oids.



Sonic celebrates at the end of the first stage. There are three stages in each of the game's six zones.



Sonic takes out this crab with a spinning leap. The more creatures Sonic destroys, the more friends he rescues.



Just as Sonic is ready to step off this swinging platform, he notices a row of cruel spikes! Wait until the platform is a bit higher, then leap over the spikes.



Behind this lovely waterfall Sonic finds a wealth of rings. Remember, explore as much as you can. You'll find all kinds of useful items if you look carefully.



If you thought Sonic was fast before, just wait until he gets that shoe in the monitor. It will give him *unbelievable* speed!



Equipped with his new speed-shoes, Sonic races through the loop-the-loop without breaking a sweat.



Just past the loop, Sonic happens to leap into a tree. He finds a helpful shield!



Don't underestimate that big ball. It can squash our hero like a bug. The slightest touch will start it rolling, so Sonic shoves it to the left and keeps moving.



The shining globe gives Sonic a shield of energy. It will protect him from one hit from an enemy.



As he speeds on to the third level of the Green Hill zone, Sonic rolls up like a marble and flies through this underground tunnel.



A twisting, spiked log stretches across this deadly valley. Precise jumping is necessary — and a shield wouldn't hurt, either.



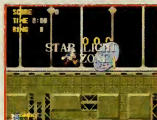
Sonic reaches the first boss. Stay up on the ledge and leap on the boss's head, but watch for his giant ball and chain. Remember to always keep at least one ring — if you're hit, run after that ring before it gets away!



The Marble zone is a place of fire, upheaval, and underground passages. To the left is a secret passage to the underground. Wait for an opening, then quickly slip through.



Sonic has more going for him than just speed. He's clever, too. Here, Sonic pushes a marble block onto a switch, which will raise that spiked barrier.



In the Starlight zone, robots and machines try to stand in Sonic's way. Some robots explode as you get near them.



Not even Sonic can survive a fall from these platforms. There's no ground below, and no safety net.



You'll encounter loops and twists in the Starlight zone like nothing you've seen before. Here Sonic rushes down a near-vertical slope, then through a series of loops.



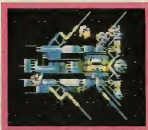
Sonic is in a jam, caught in a tunnel lined with springs. Will he rescue his friends? Will he defeat the evil scientist? We'll take a closer look in the next issue!



GP

SUPER HYDLIDE REVEALED

Jeff Lundrigan



Super Hydride is a super curiosity. Although the game has been out for a year and a half or so, we still get mail every week from readers who are just plain stumped. *Super Hydride* has proven to be more challenging than anyone expected.

Well, you asked for it — so here are some answers to the most frequently asked questions about the game (and any other helpful hints we could find).

If you haven't done things in the same order as they're presented here, don't worry. You can wander anywhere, so just start out from wherever you are.

To begin, you should know that it's possible to get free experience points. Go to the pond in the middle of the City of the Woods (the first city in the game) and stand at the pond's edge, just left of the south end of the bridge. "Use" a coin, then search the ground. You'll get "lucky" and find 30 experience points.

You'll reach the first couple of experience levels with just a few hundred points, so repeat the "use" coin trick until you've raised your level a bit. If you set the game speed to "slow" before starting, very little game time will pass. Keep at it until you're at a high-enough level that your Load Capacity allows you to carry a ration of food, and your Agility keeps you from being hurt by the Cannibals out in the wilderness. Free experience is also handy for buying the first two or three spells, and later in the game you can use the same trick to push yourself over the top if you're a few points shy of gaining another level.

Seismic, 3375 Scott Blvd.,
Suite 100, Santa Clara, CA 95054

The free money in the building to the west isn't hard to find, if you don't mind walking through walls. Search in the middle of the walled-off area and you'll find it.





The entrance to the Subterranean City is underneath this tombstone. You don't even have to search — just bumping into it is enough.

I'm having trouble finding the Heavenly City and the caves. I have also heard about an old warehouse. Where can I find these?
— Eric Bivens, Florida

The caves, also known as the City of the Dead, are actually *under* the old warehouse, which you'll find in Subterranean City. Loot the warehouse for everything in it, but don't venture into the caves until you've visited the King of the Water Palace.

Getting to Heavenly City is a little more complicated. The tower to the north of the City of the Woods points the way there. In the southeast corner of the fourth floor is an alcove that looks like another set of stairs. Search it, and you'll turn on an elevator. Heavenly City is on the 198th floor, but first you'll have to defeat the Hellsmoke. The Hellsmoke is tough, and fighting him could take all day — it's a good idea to be fully rested and have plenty of rations before you face the Hellsmoke.



You can't convince the warehouse guard to let you in, but there's a secret way. Use the same trick you used to get the 10,000 in gold: Walk through a wall.

The entrance to the City of the Dead is inside this chest. The *first* time you look, though, you have to search all the *other* chests before you'll find it.





These double doors in the northern tower are the entrance to the tower's elevator. They won't open until the power is turned on.



The Hellsmoke is the first boss you'll face. It helps to have a long-range weapon, so hang on to the Arrow you found in the warehouse. Set the game speed to slow, so you have time to dodge.



Once you have the Cloud Stone, it's safe to exit the tower and follow the cloud path to Heavenly City. You can practically walk on air, and you won't die if you fall.



Walk around the outside of Heavenly Castle and jump through this hole in the clouds. You'll float to the ground and land right outside the entrance to the Water Palace.

How do I get inside that second door in the building where you can sample the music? — Mike Rodriguez, New York

The answer is you can't, at least not now. In fact, you can't go through this door until *after* you've already beaten the game. The sole purpose of this door is to replay the game's ending sequence.



It takes guts and a long life bar to beat the dragon. When one of its necks is totally extended, attack the open mouth. You'll have to kill all three heads before it's beaten.



This lake is one screen north and three screens west of the City of the Woods. Stand on the shore and use Jeem's scroll to raise the Submerged Castle.



The spacesuit is in the northwestern corner of the second floor of the Submerged Palace. There's no chest, so just stand here and search. Be prepared, though — it weighs 10,000.



Where can you get ID cards for the castle? Also, I can't seem to find the palace submerged beneath the lake. — Jennifer Johnson, North Carolina

To the northeast of the City of the Woods is a large castle known as the Water Palace because it's almost completely surrounded by water. The ID card to get into the Water Palace is, believe it or not, *inside* the Water Palace! Once you get inside, you'll find it in the sleeping chamber. So how do you get inside in the first place? By falling from the castle in Heavenly City, directly overhead.

The king of the Water Palace is a collector of rare and strange items, and he's looking for the Dragon Fang. There just happens to be a dragon in the City of the Dead. Now is the time to venture into those caves beneath the warehouse. After you slay the dragon, the king will let you into his treasure room. There you find Jeem's Scroll, which you'll need, and a few "joke" items. Sell the joke items for some quick cash. Jeem's Scroll is used to raise the Submerged Palace from the lake.



This chest will be empty until you've been to the computer. Come back afterwards and it'll contain the space compass.

You'll have to access the computer two times to get the whole story. Just off to the right on the north wall is the teleporter, but it won't work until you go to the spaceship.

How do you free the fairy? — Travis Premore, *New York*

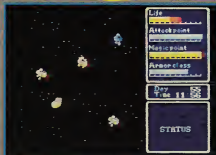
You'll find the fairy on level 3 of Kaizack's ship. Follow the southwest walkway from the transporter, and the fairy will be in a cell on the western wall. Finding the fairy isn't the same thing as freeing her, though. For that, you'll have to go to the fourth level, where you'll find an identical cell full of locking mechanisms. Release the lock, then go back and get the fairy. Now you're ready to take on Kaizack.



The ship's entrance is toward the rear of the ship, and you have to go through it from the south.



Stand on this island in the center of the first dimension and use the Horn. Its blast will carry you to the City of Illusion.



Space is full of enemies. Don't spend too much time fighting — you have a long way to "walk," and only one day to get there (although you can still come back with a Move spell).



You've probably been to this mysterious gateway before. It can zip you around to different islands, but with the Time-Door Tellerman, you can travel to the first dimension.



The seal on the monastery door will crumble away with holy water. The monastery is dark inside, and filled with extremely dangerous monsters.

In the Submerged Palace I turned off the laser barriers in the second floor, but where's the spacesuit? If I get it, where do I go next, and where is Veralis? — Justin Opitz, Texas

Once you turn off the barriers, go to the northwestern corner of the second floor. The spacesuit isn't in a chest — just search until you find it. Equally important, however, is the space compass, and to find that you'll need to go to the third floor. You won't find the compass until you access the Palace's computer — twice.

Once you have the spacesuit and compass, head for outer space through that giant crack in the ground. Use the compass and it'll point you in the direction of the spaceship. Then get ready for a long space walk. Check the compass every so often, just to be sure you're going the right way. It takes a long time to get there.

The spaceship only has one level, and there are only a couple of items you need to find — the Fairy-Made Helmet and the Horn. Also, be sure to access the ship's computer. Use the ship's teleporter (located on the north wall) to travel down to the Submerged Palace. This lets you get rid of the space suit (which is really lousy armor) and the compass (which is heavy) because you can now use the teleporter in the Submerged Palace to reach the ship.

The ship's computer gives directions to the Time Door Talisman, which allows you to use the Time Door. The Time Door will take you to the first dimension, where you'll find the City of Illusion. Buy a few vials of holy water in the store, and sleep in the hotel so you can return to the city with a Move spell. Now you'll have to go back to the City of the Woods because nobody in the City of Illusion will talk.

The holy water will break the seal on the monastery door (in the northwest section of the City of the Woods), and inside the monastery you'll find the Flaming Sword and Veralis. After defeating Veralis, go back to the weapon store in the City of the Woods, where you'll find the Fairy-Made Armor on sale. Now the people in the City of Illusion will talk to you. By following their advice you'll find Kaizack's ship.



Veralis can only shoot at certain angles, so stand in his "blind spots" and blast him with the Fire Sword. He has an incredible amount of life energy — be patient.



This prisoner in the City of Illusion will give you the Exit Talisman. Without it, the journey to Kaizack's ship is strictly one-way.



The Statue of Veralis works only at midnight, and then only when you're standing on this exact spot. It's the place where the rock looks as if it's been moved before.



You'll find the fairy shield in a chest on the first floor of Kaizack's ship. You'd better use the new shield soon, because Kaizack's attack robots will punch through anything less.

It's easy to fall off these walkways, and you won't survive the fall. Set the game speed a notch slower than what you normally use.



This alcove in the southwestern corner of level 4 contains the lock mechanism for the fairy's cell. If you go back to the fairy's cell on level 3, she'll be free.



Kaizack's humps can only be attacked from below, so stay at the bottom of the screen and shoot upwards. Use an invulnerability spell or fake medicine before entering to help even the odds.

I'm having trouble defeating Kaizack. I've destroyed four of his humps, but I can't seem to kill him. Please help!
— Byron-James Alcid, Ohio

Kaizack is tough, and faster than anything you've fought before. Slowing the game speed will just slow you down (but not Kaizack), so set the speed on "fast" or "fastest." Make sure you've got extra food and Life-Water (get it in the store in Heavenly City — this is very important). Shoot his "humps" (or shoulders or knees — it's hard to tell). This will immobilize him. Now just stay out of the way of his shots until 13:00 or 19:00, when your food ration will kick in and raise your life meter. Now jump in his mouth — that's right, *let him swallow you* — and keep firing. You'll immediately start to lose energy as Kaizack digests you, but if you can last about three seconds, he'll be destroyed from the inside out!

GP



Kaizack can only fire at certain angles, so once his humps are gone, pick a spot on the screen where his shots can't hit you and wait for the moment of truth.



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ABRAMS BATTLE TANK

William R. Trotter

Considering the M1A1 Abrams battle tank's role in Operation Desert Storm, Sega's *Abrams Battle Tank* could be even more popular now than when Electronic Arts released the PC version in 1989. Sega has translated the computer version into a videogame with virtually identical graphics (good), and somewhat simplified controls (even better).

The game places you in a NATO military action, as you use your tank to help repel a Soviet invasion. You can tackle eight different mission scenarios — some offensive, some defensive, daytime or night — or fight an entire World War III campaign. You move between four different stations (Commander, Cupola, Driver, and Gunner) inside the tank, and various screens are easily accessible to show you a large-scale map of the battle zone, the heading and bearing of your tank, how much damage you have sustained, etc.

Tank motion and maneuverability are extremely realistic—it's great fun to open the throttle and just go joyriding over the German countryside, even though that probably won't help you

accomplish your mission. The action sequences are intense, and you may find yourself under missile as well as shell attack in some scenarios — not to mention Russian gunship helicopters.

It may take you awhile to master the controls available in the four stations, and it's easy to get confused during a heated battle. The first thing to learn is the difference between *heading* (the direction in which the front of the tank is pointing) and *bearing* (the direction in which the turret is pointing). Monitor your bearing and heading often. Remember that you can see better (and access the strategic map) from the Commander's Station, check on speed and fuel consumption from the Driver's Station, and aim and fire the main gun only from the Gunner's Station. Once these distinctions become automatic, your performance in battle will improve dramatically.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080



The Colonel issues your orders at the start of each mission, and critiques your performance — none too gently — at the end.



At the supply depot, you can customize your ammo load to match the needs of the upcoming mission. Learn the capabilities of each type of ammo as soon as you can.



A box appears near the cross hairs when your computer has acquired a target. The box tells you what the target is, and how far you are from it.



Pop-up menus give access to most of the game's options, and allow you to change point of view within the tank.



When the range figures turn red, your target is within range of the ammo you're using.



When you take a hit, you'll be told which direction the shell came from. Turn quickly to face the attacker — your tank's armor is more vulnerable to attacks from the rear or sides.



If you hit an enemy, you'll be informed. As soon as the kill is confirmed, quickly choose another target.



Watch out for Sagger missiles. They're fired by infantrymen, so they're small targets and often difficult to find. Saggies can do extensive damage to your vehicle.

SUPER TIP



Use hills and other terrain features for cover and observation. But be careful — enemies may be waiting for you on the other side of the hill.



The Commander's Station gives you access to large- and small-scale maps of the battle zone. Refer to them often, or you may find yourself wasting precious fuel and ammunition.



Sometimes your targets include enemy buildings as well as vehicles. You may have to change ammunition types in order to do any damage.



"Step for lunch at Barrer Hunt!! You must have been doing something because you can't even be taking out these bases like you were supposed to be doing!"

If you quit a mission before the job's done, expect a chewing out when you get back.

MISSION SUMMARY FOR
MACE DISTRICTION
SCORE: 123
Only one of the three bases was destroyed. The Soviet advance has slowed but not stopped. The future doesn't look good.

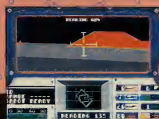


Each mission ends with a tally of how many targets you knocked out. In the World War III campaign, a running score is kept and you can earn promotions.

SUPER TIP



Switch to thermal sights for night missions and for maintaining visibility when you use smoke screens.



Anything that emits heat — hills and trees as well as enemy tanks — will show up as red shapes.



You identify and lock on to targets with thermal sights just as you would in a daylight mission.

MILITARY RECORD

DAY: 2
SCORE: 141
RANK: WARRANT OFFICER
STATUS: ACTIVE SERVICE
RATING: 14

CONTINUED KILLS

1-1	2	EXP-1	1	EXP-2	3
1-2	0	EXP-2	1	EXP-3	0
1-3	0	EXP-3	0	EXP-4	0
1-4	0	EXP-4	0	EXP-5	0
1-5	0	EXP-5	0	EXP-6	0
1-6	0	EXP-6	0	EXP-7	0
1-7	0	EXP-7	0	EXP-8	0
1-8	0	EXP-8	0	EXP-9	0
1-9	0	EXP-9	0	EXP-10	0
1-10	0	EXP-10	0	EXP-11	0
1-11	0	EXP-11	0	EXP-12	0
1-12	0	EXP-12	0	EXP-13	0
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1-54	0	EXP-54	0	EXP-55	0
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1-89	0	EXP-89	0	EXP-90	0
1-90	0	EXP-90	0	EXP-91	0
1-91	0	EXP-91	0	EXP-92	0
1-92	0	EXP-92	0	EXP-93	0
1-93	0	EXP-93	0	EXP-94	0
1-94	0	EXP-94	0	EXP-95	0
1-95	0	EXP-95	0	EXP-96	0
1-96	0	EXP-96	0	EXP-97	0
1-97	0	EXP-97	0	EXP-98	0
1-98	0	EXP-98	0	EXP-99	0
1-99	0	EXP-99	0	EXP-100	0

Your military record (in this case, a mediocre one!) is updated as you complete each mission.

SUPER TIP



This mountain pass is treacherous — the enemy has placed Sagger batteries on both sides of it. Proceed *slowly*, targeting every few seconds until you're within range of the Saggers.

CREW STATIONS



Become familiar with each crew station. The better you know the commands available in each station, the more success you'll have in battle.

AMMUNITION

AM	TYPE	DESCRIPTION	STATUS
1	ANY	ANY	ANY
2	ANY	ANY	ANY
3	ANY	ANY	ANY
4	ANY	ANY	ANY
5	ANY	ANY	ANY
6	ANY	ANY	ANY
7	ANY	ANY	ANY
8	ANY	ANY	ANY
9	ANY	ANY	ANY
10	ANY	ANY	ANY

This experimental record is much larger than other records, and is sufficient to find it in advance to be used against helicopters but not to find current error of great importance.

Contact enter code YELLOW

Learn what each kind of ammunition is best suited for, and tailor your load accordingly. Every mission may require a different mix of shells.

ARMAMENTS



This machine gun is mounted horizontally and the only way it can be used at close range against infantry and light armor.

Your coaxial machine gun is useful against missile batteries, infantry, and lightly armored vehicles, although its range is limited. Use it when you're near the enemy to avoid wasting shells.

REGEN

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If you don't have time for a whole campaign, you can select one mission. There are three levels of difficulty, and you can choose either day or night actions.



Destroyed enemy vehicles are represented by gray, triangular rubble heaps — not very realistic, but useful as markers.

SUPER TIP



In the Moselle Defense mission, try knocking out the bridge to shut off enemy reinforcements.



If you run low on ammo or fuel, head back to a friendly base and restock. Your damage will also be repaired.

SUPER TIP



"Son of a gun! You actually pulled it off! You took 'em all out!"

When you are successful, the Colonel is generous with his praise.

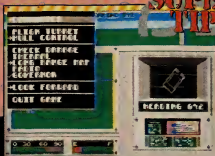


The diagram just below the "heading" read-out shows if and where your tank has sustained any serious damage. If the damage is severe, head back to base. It's better to limp home for repairs than to die on the battlefield.



From the driver's position, you can check fuel, speed, and engine temperature.

SUPER TIP



If you need a sudden burst of high speed, disengage the governor. Remember that if you run the Abrams flat-out for long periods of time, you risk burning out the engine.



Access this screen to get detailed information on the tank's status and supplies. Remember to keep an eye on your fuel supply.



If you move too close to the river, your driver will issue a gentle reminder.



In the "Mass Destruction" scenario, fierce combat takes place at close ranges.



Sometimes you'll see the infantrymen aiming Sappers at you. Use your machine gun or just run over them — the result is the same at such close range.

STRATEGY FEATURE



BATMAN

Matthew A. Firme

Gotham City is planning its bicentennial celebration. The dark, towering skyscrapers of Gotham's famous skyline are being sandblasted clean; the streets are hosed and washed; and banners hung everywhere proclaim the city's 200th anniversary. Local businesses, the news media, and the city government are working together to paint a festive facade over the gloomy metropolis.

STILL ALIVE, JOKER'S VENGEANCE HAS BEEN ALTERED DRAMATICALLY. HIS FLESH HAS BLEACHED BONE-WHITE, HIS COLORED SUITS ARE GREEN, CRIMINAL TOWN AND BACKLICKS, AND HIS MOUTH DISTORTED IN A RIDICULOUS GRIN. ALTHOUGH HE'S A FETTERED PERSONA ENEMIES AS THE JOKER, HIS FIRST DUTY NEED IS TO DOWN BATMAN.

NEXT, THE JOKER TRIES TO INJURE GOTHAM CITY TO ITS KNEES BY POISONING THE PEOPLE WITH A "DODD NERVE GAS". HOWEVER, BATMAN IS WISE TO THE JOKER'S SCHEME AND FIRES AN ANTIDOTE TO DODD.

Digitized scenes from the movie highlight the story of Gotham City's celebration and the Joker's evil plan.

But in his hideout at the old Axis Chemical plant, the infamous Joker is at work on his own twisted plans. He has concocted a terrible nerve gas that distorts its victims' faces, freezing their features in a parody of the Joker's own hideous grin. Death follows quickly. And now, while the eyes of the nation are focused on Gotham City and its celebration, the Joker moves to unleash his nerve gas on the innocent people of the city.

As Batman, the Caped Crusader, you'll battle the Joker's thugs in the Flugelheim Museum. You'll race through the streets of Gotham City in your Batmobile, and take to the skies in the Batwing. Finally, you'll climb the towering Gotham Cathedral to face the Joker himself.

Sunsoft, 11165 Knott Avenue, Cypress, CA 90630.



Like a specter, Batman drops to the streets of Gotham City. The thugs who stand in your way in stage 1 aren't very tough, so this is a good opportunity to practice your moves.



Use the low side-kick often. By crouching and striking with a low kick, Batman can often duck under an enemy's attack.



These thugs don't have the sense to come in out of the rain. You'll have to show them how dangerous a thunderstorm can be.



The Boxer is the boss of stage 1. He's powerful, but sluggish. Jump to avoid his charges, then throw punches as soon as you land. Save your Batarangs for tougher enemies.



The abandoned Axis Chemical factory is a dangerous place. This pipe can suddenly burst beneath your feet, so be ready to jump.



You'll need the Bathroom to reach the pipe above your head.



Laser cannons are placed all over the factory. Duck to avoid their deadly laser blasts, but keep an eye out for sneak attacks.



Punch the laser cannon to destroy it *before* you start down this corridor.



When this bazooka-toting thug comes into view, keep a close eye on him and be ready to duck. If he blasts you with his weapon, you'll lose a life.



Watch for power-ups. The heart above this bazooka man will restore your life meter.



Exploding pipes are always a danger. If you lose your footing here, you might plummet to your death.



There, in the upper right corner, is the archcriminal Jack Napier! Somersault to the center platform, then again toward Napier.



Batman reaches Napier, knocking him off the platform and into the chemical vat below. The corrosive chemicals turn Napier into the Joker.



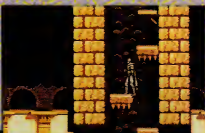
Watch out for these guys in the Flugelheim Museum. Most are carrying guns, although they're a bit slow on the draw. Remember, you can defeat some bad guys merely by jumping on them.





00064890

Axel, the ax-wielding terror of the Flugelheim Museum, hurls his hatchets with deadly force. Move in close and use the low kick.



00066100

It looks easy, but leaping and climbing up this spiny shaft can be lethal. Be sure to grab the one-up at the bottom right corner of the shaft!



00066100

Another burly ax-man awaits you at the top of the shaft. Close in on him quickly, striking with a barrage of punches.



00071990

Sinbad attacks, scimitars flying. Watch his pattern — each time he rushes toward you, leap over him. When he lands, strike with both fists.



As the Joker watches from a balcony, Crusher enters to challenge Batman. Crusher's most lethal technique is his flying belly-flop. Fortunately, it's easy to avoid.



Once he's defeated Crusher, the Caped Crusader finds Vicki Vale and whisks her to safety.



In stage 4, you're racing through Gotham City in the Batmobile. Your main weapon is a high-powered machine gun, but you also have a supply of heat-seeking missiles.



Use your missiles to destroy that tank straight ahead. The bombs it tosses at you are especially powerful.



Even in the heart of the city, the Joker's tanks try to stop you. Keep your eyes open for extra missiles.



The nuclear-powered Blaster is waiting for you at the end of the road. Use your missiles, and zigzag in and out of the Blaster's fire.



In the second part of stage 4, you're back on your feet. These white-faced mimes are everywhere, and getting past them requires precise jumping and lightning attacks.



Use your jumping attack to knock the mimes from their perches. The stout mimes can breathe fire, so watch out. If you're low on lives, try walking off the edge of this platform. Three one-ups are hidden below.



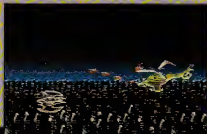
With swords flying, Sinbad's cousin seeks to avenge the mimes. Defeat him as you did Sinbad — leap over him, then attack.



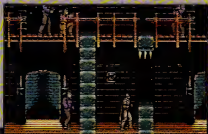
In stage 5, Batman takes to the night sky in his Batwing. Its weapons are the same as the Batmobile's.



The funny look of these balloons is very misleading. They're full of the Joker's deadly nerve gas, and you must destroy them before innocent people are killed.



The Joker's Turbo-Attack Copter packs plenty of firepower.

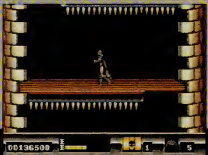


The final stage takes Batman to Gotham Cathedral. Get ready to face some stiff resistance.

Be careful while facing the enemies in this hallway. That spiked ceiling really limits your movement!



Sinbad is back, and so is each of the other stage bosses. You'll have to fight them all if you hope to find the Joker.



Finally, you've defeated the thugs on the Gotham Cathedral's ground floor. Now it's time to begin the long climb up the bell tower.



The gargoyles in the walls breathe flame, and those red-jacketed toughs hurl dynamite. It seems that someone doesn't want you to climb this tower!



Don't risk leaping into those spikes. Knock that thug off the platform at the right, then use your Bathook to continue the climb.



Start collecting all the Batarangs you can, and don't use any unless you absolutely have to. You'll need them to survive your encounter with the Joker.



When you reach this platform at the top of the second tower, you'll have to leap blindly as far to the left as you can. Batman will fall down the left wall and land on a ledge leading back to the first tower.



From here on, each move is critical. Even these blocks give way beneath your feet, and a fall now means starting all over again.



At last, you're face-to-face with the Joker! Only one of you can leave Gotham Cathedral alive.

STRATEGY FEATURE

PHANTASY STAR III

Chris Slate

A thousand years ago, the planet Landen was nearly destroyed during a civil war. The evil Laya attempted to take over the planet, and a brave man named Orakio sought to stop her. In the final battle, both Laya and Orakio were killed, leaving behind few survivors and a barren, war-torn planet.

Centuries of reconstruction followed, and the Layan and Orakian lands became isolated from one another. All communication with other planets in the solar system was lost. Landen stood divided and alone.

One day, a mysterious woman

washed ashore in the Orakian lands. The noble Prince Rhys found her and cared for her. Their relationship became very close. Then, on the day that they were to be wed, a Layan dragon swooped down and carried the bride away. Furious, Prince Rhys charged off to her rescue — unknowingly setting into motion a chain of events that will change his world forever.

Phantasy Star III is much larger than the first two *Phantasy Star* adventures. It spans seven planets and two moons. The game is so large, in fact, that no one character can see

the entire game through. You'll play through three generations, in which your characters will eventually marry, grow old, and die. The events and goals in each generation vary depending on who you marry. You can complete this game over and over and take a different route every time.

And once you finish the game, you'll finally learn what happened to the cast of *Phantasy Star II*!

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080



Brave Orakio sought to foil the evil schemes of

A thousand years ago the evil sorceress Laya laid waste to Landen and to anyone who opposed her. Luckily, her reign was cut short by a young man named Orakio and his army of cyborgs.



As you talk to the townspeople when you start the game, you quickly learn where you should go first. Head toward the castle gates, in the northern part of town.



Everyone's excited about the wedding today — your wedding! After speaking with the royal guards, walk to the left side of the castle to meet Maia, your bride. There's only one thing interfering with your relationship — she has amnesia and can only remember her name.



When you reach the dungeon, you find that someone has left you three treasure chests containing 300 mesetas, a monitor, and a knife. Maybe the King's not so bad.



After you've opened the chests you notice a girl by the cell door. Her name is Lena, and she wants to help you escape. She doesn't tell you anything about herself or why she is helping you, but have patience — you're destined to meet again.



Just as the ceremony begins, Maia is kidnapped by a Layan! Rhys is filled with rage and demands that the King declare war on the Layans. The King replies by tossing Rhys in the dungeon to cool off.



Before you set out on your search for Maia, gather all of the information you can from the villagers. They know a lot about the world and can give you a few pointers.



Be sure to stop by the weapons shop before leaving town. Use the 300 mesetas that you found in the dungeon to buy either a short sword or another knife. If you hold two knives in combat (one in each hand), you'll get to attack the enemy two times instead of one.

At this point you should save the game. You can do this at the building marked with a picture of a vase. If your quest should meet an untimely end, you'll start the game from the point at which you last saved.



Rhys is about to learn that his world can be a cruel and ruthless place. His

first lesson is with the Chirpers. Although they're not as dangerous as the other beasts roaming Landen, there are lots of them, and the many battles will take their toll.

SUPER TIP!



Make your way south to the town of Yaata. You'll notice that there's a boat on the shore, but its captain won't sail anywhere without a cyborg on board.



To the southeast and across a bridge lies Ilan. The townsfolk there speak of a curious lady by a lake to the northeast. Could she be the cyborg you're looking for?



When you reach the lake, your suspicions are confirmed. Mieu is a cyborg who's been waiting centuries for a descendant of Drakio to command her. Her claw weapons are great in combat, and her healing techniques are very valuable!

SUPER TIP!

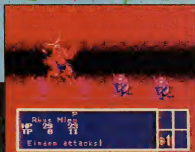


When you return to Yaata with Mieu, the captain agrees to take you out to an island where someone has fled with a stolen gem. Before you go, remember to save the game and to take Mieu shopping for better armor and weapons.



OLD MAN "See the Palace
down there in the rock?"

En route to the island the captain points out an ancient, sunken palace. Legends say that Drakio's sword imprisons the evil Darkforce there. Darkforce...doesn't that name sound familiar?



When you reach the island, you find a large cave. The monsters inside are stronger than any you have faced thus far, so watch your step.



At the end of the winding halls and corridors of the cave you meet Lyle. Lyle is a strange fellow. He politely hands over the sapphire, and then disappears.



LYLE "HELLO I'm Lyle. You
I see have the Sapphire."

**SUPER
TIP!**



How it's true to see you
really fight Rhys!

You will meet Lyle again a little later in the game, and this time he will join with your party. You'll also acquire one more member — a cyborg named Wren. But just when you begin to trust Lyle, he challenges Rhys to combat!



**SUPER
TIP!**



That will bring the moon
back to its proper place

When you defeat Lyle, he humbly returns to your group, although the reasons for his actions remain a mystery for you to unravel. At this point you once again meet Lena, who joins your group. She tells you that you must journey to Aridia to adjust the satellite control system there.

SUPER TIP!



You must move the moons by using the controls atop the satellite tower. Once you have done so, return to where you fought Lyle and roam the coast there:

SUPER TIP!



When you stand in just the right spot, the moons trigger a land bridge which surfaces from the ocean depths. Continue across the bridge until you reach the land of Cille.

SUPER TIP!



You've finally found the castle where Maia is being held — but how do you get in? Try searching near the fountains. The king of Cille will attack you. This will be your toughest challenge yet, but Maia's freedom is on the line!



I will marry Lena.

You did it! Maia is safe and now the two of you can finally be married! But wait — it seems that Lena has grown close to you during your adventures, and she wants to be your bride as well! The choice is not an easy one — choose Maia, and your adventures will continue with your son Ayn. Choose Lena and continue the game with Nial.



We chose to marry Maia. By marrying Maia, Rhys gained control of the land of Cille, and ruled it justly for many years.

Now begins the story of Ayn, the second generation of the game. After years of peace a new evil — an army of cyborgs — threatens the people of Cille.



Take Mieu and Wren and find this Satellite.

King Rhys tells Ayn to take the Mieu and Wren cyborgs to find a place called the Satellite. Hopefully the people can find shelter there before the cyborgs reach them.

SUPER TIP!



Revisit some of the old towns from the first generation. The people there have new information that can point you in the right direction.



As the cyborgs near Cille, your family retreats to a cave on Aridia. The cave is located to the left of Hazatak, and beside it is another cave you can't enter.



LYLE "You best rescue my daughter. Take her to me."

When you reach your family, you find that Lyle is waiting there with some shocking news. Thea, his daughter, has been kidnapped and taken to the east. He asks you to rescue her and gives you a key you'll need.

SUPER TIP!



THEA "Thank Lyle you're here. Let's get out now!"



LYLE "Ayn, words don't express my gratitude."

When you find Thea, she joins your party. Take her back to Lyle and he will give you the Twins Ruby. You can't continue your mission without it.

Use the Twins Ruby to enter the cave that lies north of Hazatak. The enemies inside

are very strong, so take a healthy supply of Antidote and Trimate.



As you travel through the cave, be sure to locate all of the treasure chests. Many valuable items can be found here.

SUPER TIP!



While traveling in the cave, you meet Sari. You learn that she is Lena's daughter, and that she has the Power Topaz, an item you need desperately. She won't give it to you willingly, though. She will hand it over only if you defeat her in combat, and then she will join your party to help guard it.

SUPER TIP!



LYLE "At last I can tell you my long-held secret."

You must travel down the Dragon's Spine to meet an old friend, who will give you a lift to the Engineer's Island. Be ready for a surprise!



"It is a Grand Adventure!
Solid by the Ancients!"

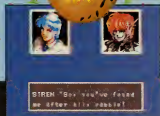


"As you see, it is also
an ancient structure."



You climb aboard the space jet, and you're lifted into space. From this vantage point you see that all of the planets are actually connected by a large framework, and together they form the ultimate space ship! You'll land on the legendary Satellite. Be ready for the meanest enemies the galaxy has to offer!

**SUPER
TIP!**



SIREN "So, you've faced
me after all, huh?"



Ayn: 111 111 111 111 111
Sari: 111 111 111 111 111

Aboard the Satellite you confront Siren, leader of the cyborg rebellion. Remember to have lots of Trimate, and to save Mieu's and Sari's technique points for healing the group during battle. When you defeat Siren, he escapes, vowing revenge.



I will marry Thea.
I will marry Sari.

It is once again time to choose a bride. Thea and Sari both want to marry Ayn. (We chose to marry Sari and continue our adventures using their son Cryx.)



AYN "Cryx," can meet
Cryx's Siren for good!

As the third generation begins, you learn that Siren has returned to extract his revenge! King Ayn sends his son Cryx on a mission to find and destroy Siren.



Siren has returned to
exact his vengeance!



It appears that there is more to the Wren cyborg than anyone expected. Townspeople speak of extra cyborg parts which enable him to fly, swim, and submerge!

SUPER TIP!



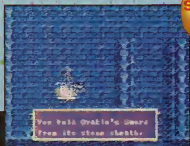
Wren transforms into a submersible.

Once you find the Wren parts that allow him to dive, return to Aridia. Travel along the right side of the river, which lies south of Hazatak. When you reach a certain spot, Wren transforms into a submarine. He'll take you to a hidden world within Aridia.

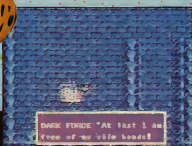


The only thing that you find is a temple that you haven't been in before. Enter to learn the secrets of the priests inside, and to gain a powerful addition to your party!

SUPER TIP!



You pull Orakio's sword from its stone sheath.



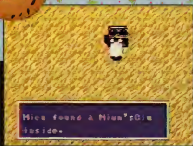
DARK FORCE "At last I am free of my vile bonds!"

You now return to the sunken palace, where you find the legendary sword of Orakio. But when you pull it from its stone sheath, you unknowingly release the most powerful evil the universe has ever known — the Darkforce!

SUPER TIP!



Miun breaks in.



Hica found a Miun's side.

Return to the crazed cyborg that you met to the north of Hazatak, on Aridia. When she recognizes Orakio's sword, she will give you Miun's claw, another of the legendary weapons you'll need for the final battle. Once you've collected all five of the ancient weapons, travel to Sage Isle on Draconia to learn the name of the awesome power that can defeat the Darkforce!

STRATEGY FEATURE

STAR CONTROL



Gary Meredith

The people of Earth thought they were alone in the universe. But within moments of the first meeting with the alien Chenjesu Broodhome warship, Earth's leaders knew their world would never be the same. The Chenjesu told Earth's leaders of the Ur-Quan Hierarchy, a ruthless confederation of planets bent on galactic domination. The Hierarchy is now headed for the Solar System. Earth's only hope of survival is to accept the Chenjesu's invitation to join the Alliance of Free Stars.

As *Star Control* begins, the Alliance and the Hierarchy are locked in battle. Unfortunately, Earth is not exactly prepared for interstellar warfare. Due to cuts in the space program, most of the Terran space fleet has been assembled from what military odds and ends happened to be lying around. Many of the other

Alliance members are in the same boat, so it could be an uphill battle against the seemingly superior forces of the Hierarchy. Aside from the low morale that plagues much of the Hierarchy, your only advantages will be your fighting skills and your strategic abilities.

The many different ships and the wide range of scenarios (the Sega version features more scenarios than the original PC version of the game) keep *Star Control* fresh, game after game. There are 14 different ships, each with unique weaponry, crews, and flight characteristics. It's especially nice that no ship is so powerful that it can't be defeated by a

cunning adversary.

The different alien crews really add spice to the game. From the creative cowardice of the Spathi to the vowel-hating Mmrnmhrm, this is a galaxy of unforgettable characters. Detailing the motivations of a race such as the ultra-homely VUX (Very Ugly Xeniform) or the playful, elflike Ariloulaleelay gives the game real depth.

Star Control is a fascinating mixture of arcade action and strategy, with gorgeous graphics, humorous characterizations, almost limitless variety, and addicting, open-ended game play. If you're looking for a game that really shows what the Genesis system can do, this is it.

Ballistic, 550 S. Winchester Blvd., San Jose, CA 95128



Playing as a human allows you to control both strategy and tactics. Choosing the cyborg option leaves the actual combat to the computer, while the psytron controls only strategy.



In the practice mode, you choose the matchups. This screen even allows you to pit two ships of the same design against one another.



The most powerful ship in the galaxy is the Ur-Quan Dreadnought, also known as a Planetary Siege Unit. Its devastating firepower can make even the most inept commander a formidable foe.

Countering the Dreadnought's might is the Chenjesu Broodhome warship. Not as impressive in sheer firepower, the Broodhome relies on its D.O.G.I.'s — living projectiles that home in on an enemy ship and drain its power.



Looking as if it might have been assembled from parts found at a Pentagon rummage sale, the Earthling Cruiser nonetheless has a couple of effective, if not always dependable, tricks. Its short-range lasers are very effective against the tiny Ur-Quan fighters.

Earthling Cruiser nonetheless has a couple of effective, if not always dependable, tricks. Its short-range lasers are very effective against the tiny Ur-Quan fighters.



LOST IN SPACE
 PROTAGONIST ULTRA-STRAIDING WAS ACCIDENTALLY SENT HONKISH TERRITORY. BEING THAT ULTRA-STRAIDING WAS THE MOST IMPORTANT DISCOVERY, THE CHENJESU CAPTAIN HAD PLANNED A JOURNEY. CONTACT COMES SOON AFTER.

The Lost in Space scenario places a lone Chenjesu Broodhome in Hierarchy territory. The Chenjesu commander must establish a colony to support his ship while fending off Hierarchy attacks.



Formerly inhabitants of Earth, the cloned Androsynths have forged an alliance with the Hierarchy. Here, their ships form the first line of attack against the Chenjesu. As the Chenjesu commander, your first priority should be to establish supply colonies.



The Androsynth Guardian, considered one of the most beautiful and sophisticated space ships, uses guided acid bubbles as its main weapon. It can also transform into a cometlike ramming vessel, very effective against larger ships such as the Broodhome.



THE DREADNOUGHT DEMONSTRATES THE DREADNOUGHT

Even in superior numbers, the Androsynth Guardian ship is no match for a well-piloted Broodhome. The races of the Alliance have cause to celebrate...for now.



The odds change when an Ur-Quan Dreadnought appears on the scene. With its impressive straight-line speed and long-range fusion cannons, a single Dreadnought is cause for concern.



The Dreadnought commander positions his ship for maximum effect. From here, the options for attack are numerous.



When the Dreadnought suddenly appears above this Alliance planet, the only ship in the area is a Yehat Terminator. Fortunately, the Yehat are one of the few Alliance races not intimidated by Ur-Quan might.

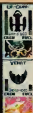


The small size of the Yehat Terminator belies the power of its main weapon, a rapid-firing pulse cannon that allows the Terminator to operate much like the fighter planes of Earth's World Wars.



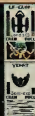
Considered crazy by some, the Yehat will aggressively attack a more powerful foe. Hit-and-run tactics are your best bet while piloting the Terminator.

The Yehat force shield is resistant to even the powerful blasts of a Dreadnought fusion bolt. If you're an Ur-Guan commander, stand off and let your fighters peck away at the Terminator's defenses.



are ultimately no match for the combined attack of the Ur-Guan's auxiliary fighters.

Even though a Terminator can run rings around a Dreadnought, the Yehat



In another part of the galaxy, the struggle for freedom continues. A Showfixti Scout prepares to do battle with an Avenger, a product of the utterly evil Ilwrath.



The Showfixti Scout's small size makes for considerable maneuverability, which suits the Showfixti hit-and-run battle tactics perfectly. Note also the "Glory" device—a kamikaze-like suicide weapon.



Because of the short range of its primary weapon, the Ilwrath Avenger must utilize its exceptional turning ability and its cloaking device to get fairly close to its intended victim.

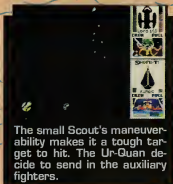


As proteges of the Yehat, the Showfixti show the same disregard for danger.



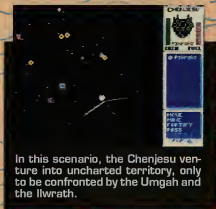


In what would appear to be *the* David-and-Goliath battle of the conflict, a lone Showfixti Scout has the nerve to stand up against the Hierarchy's flagship.

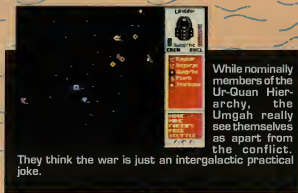


The small Scout's maneuverability makes it a tough target to hit. The Ur-Quan decide to send in the auxiliary fighters.

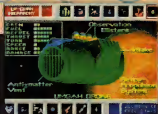
As the Showfixti captain, you should use your superior speed and the gravitational pull of a nearby planet to wear out the fighters while waiting for an opportunity to attack.



In this scenario, the Chenjesu venture into uncharted territory, only to be confronted by the Umgah and the Ilwrath.



While nominally members of the Ur-Quan Hierarchy, the Umgah really see themselves as apart from the conflict. They think the war is just an intergalactic practical joke.



The Umgh Drone may not seem like much, but it boasts an awe-

some weapon, an anti-matter cone which serves as both a weapon and a shield.

SUPER



From its central position, the Chenjesu Broodhome has an excellent opportunity to take the offensive. Check for possible threats to other Alliance emplacements before committing your ship.



The range of the Chenjesu crystal proximity projectiles is considerable, enabling a captain to attack from beyond the range of most enemy weapons.



The Broodhome possesses powerful engines, but like the Dreadnought it handles like a garbage scow. This can be a liability in a tight dogfight.



THE HIRROPHY PERUSES THE ALLIANCE

Even a rugged Broodhome can be destroyed if it collides with a planet. The Ur-Quan are the oldest race in the universe, and supposedly above gloating. Yeah, sure they are.



An interesting matchup: the Androsynths versus the nomadic

Syreens. The Syreens, a race of humanoid females, rely on psychological weapons to weaken their foes.



The Syreen Penetrator is feared by the Hierarchy captains, though not for its main weapon. Its real effectiveness comes from its Syreen Song Hypnotic Field Generator, which incites enemy crews to defect.



Since the Penetrator is lightly armored and equipped with rather ineffective missiles, it's important that the Syreen song be used to fortify the Syreen ship while weakening the adversary.

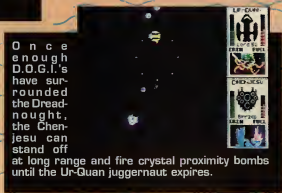
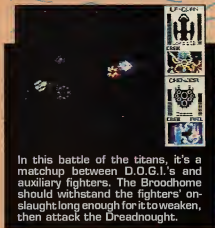
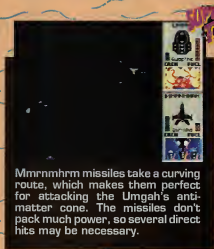
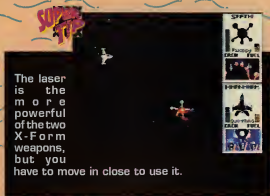
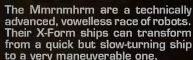


The Penetrator's light construction gives it great maneuverability. If only it had a bit more speed.



The best Syreen tactic is to outmaneuver the Androsynth acid blobs while circling around the Androsynth

ship and using the Syreen song. Attack when the Guardian's fuel level is low.



Richard Lashley

As Yuko also falls asleep, visions of Dreamland wash over her mind. But tonight isn't like most nights. Dreamland's queen, Valia, appears to Yuko. The queen tells Yuko that Dreamland is under attack by Glames and his Dark World soldiers. Glames's conquest of Dreamland is almost complete — the Earth is next.

In *Renovation's Valis III*, you play Yuko, an ordinary girl suddenly called upon to be the Warrior of Valis. Along with a few companions,

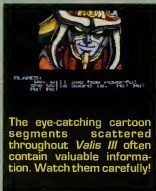
Yuko must save both Dreamland and the Earth from destruction. A long, difficult battle lies ahead.

Yuko must use both her Valis sword and magic to battle Glames and his troops through three big stages of sorcery and bruising fights. Besides playing as Yuko, you can switch between two other characters, Cham or Valna, who have their own special arsenal. The Dark World soldiers are strong, so balance the odds by grabbing power-ups to en-

energize your team's weapons and magic to incredible levels.

You must use the characters' abilities wisely to save Dreamland and Earth from certain doom. Remember, you're not just fighting for our world, but for a good night's rest, too.

Renovation Products, 987 University Avenue, Suite 10, Los Gatos, CA 95030



SUPER TIP

The only way past these water barrels is to slide underneath them. Later you'll find that the slide technique works great in fights, too.

The punishing blows of Yuko's sword are effective against Garther, the boss of stage 1. Dodge his swinging mace and fireballs, then attack his midsection and head.

In the rolling countryside of stage 2, it's important to grab all the weapon power-ups you can. Keep track of your weapons' power levels by the sword and magic gauges at the top of the screen.



Flying jaws of death constantly dive at you in these hills. You can dodge their attacks *and* make this jump by using your slide technique.



This heart-shaped power-up restores a small but crucial portion of your life energy.



Be sure to use Cham on this strange boat ride because the long range of her whip will come in handy.



You can collect many sword and magic power-ups on this lake, but you'll have to contend with these water demons. They spring out of the water and spout lethal orbs of energy at you.



SUPER TIP

Suddenly, the glassy surface of the lake erupts — a deadly reptile surfaces beside your splintered boat. Use Cham's whip to trap the serpent in the right corner of the screen and kill him.



Cham's whip doesn't pack the punch of Yuko's sword, but it keeps this armor-plated guard at a safe distance.



Bugs, bugs, everywhere. Streams of parasite-crawlies pop out of these flower buds (above you) and drain your life energy if they crawl on you. Grab the energy power-up underneath this ledge and *move*.



When you reach the top of the stage, ask this prisoner about Princess Valna's whereabouts. Valna is the third member of your team, and her magic is a potent asset.



Valna's crystal prison is difficult to crack open. Position yourself so your whip hits the transparent cell with maximum force.



SUPER TIP

Only Princess Valna's magic can defeat Kollanba, the boss of stage 2. Stay to the far right of the screen so you can dodge his lunging attacks and sweeping towers of fire. Use Valna's laser bolts to retaliate from a safe distance.



Finally, a moment of peace. Now that your group is all together, you can discuss some strategy.



To open the door to stage 3, ring the Bell of Justice three times. It's not as easy as it sounds. Moving platforms make it difficult to remain in position, and it takes several solid hits to make the bell toll once.



The Nilvarn Road disappears into the clouds of mystical Sutherland, where the Valis sword reaches its maximum power. On this road, weird creatures such as this bug constantly attack you. Wait until it jumps, then leap up and swing Yuko's sword to exterminate the pest.



As you ascend into Sutherland, not everyone you encounter is an enemy. Some strangers are simply curious about what you're doing up here.



In this room, stand in the middle and prepare yourself for a long fight. Countless waves of gladiator-goons charge you from out of the darkness.



Here in the heavens, the mystic Nizetti releases the full power of Yuko's Valis sword. A glowing light swirls around the warrior princess, transforming her and the Valis sword into a dynamic fighting force.



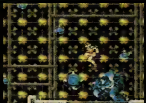
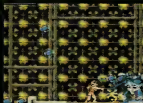
The metallic shells and electrical defenses of these hovering pests make them difficult to beat. Just jab them with Yuko's sword to freeze them for a split second, and run past them.



A dragon, straight out of Glames's twisted imagination, punches through the floor in front of you. It takes only a few hits to destroy the scaly creature.



You're surrounded by the haunting yowls of the stage boss, Zalude, echoing through these chambers. Grab some sword power-ups while you have the chance.



Zalude is a boss with many talents, including lightning-quick charges, a huge mace, and spiked balls that shoot out of the floor. But Cham's agility tames Zalude's wild charges, and she can pin him against the wall with her stinging whip.

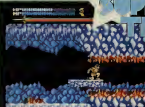


Some helpful strangers in the Iceworld offer information about the slippery terrain ahead.

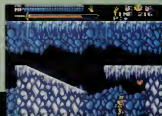


Made of solid ice, this guy packs quite a wallop if you don't get out of his way. Use your whip to shatter those iceblocks he drops on you.

SUPER TIP



Red-hot spikes of rock stab through some of the walls in these crystalline caverns. In this tight squeeze, crouch down on the front of this slippery platform, and then use your slide technique to reach the ledge.



As the platforms move back and forth, you must jump over the sizzling spikes jutting from the icy floor. At the same time, helmet-like objects swoop down to knock you from your perch.

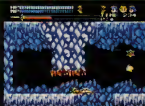


Late in the mission, this large heart-shaped power-up is a welcome sight. It fully restores your life-energy.



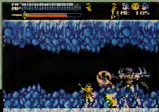
SUPER TIP

If you jump across these wide pits, you'll ram into those spikes hanging from the ceiling. Use your slide technique here.

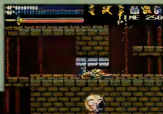


SUPER TIP

When you reach this area, slide to the edge of this moving platform and stop. Next, slide again when the ledge comes to a halt, and then run past the bobbing fireball.



Asura is the last boss you'll face until you meet Glames. Stand in front of Asura and flail him with Cham's whip. The blows of the whip shield you from Asura's attack, and convince him to step aside.



As you get closer to Glames, things begin looking stranger every step of the way. Here, slide quickly underneath these blocks. Like a guided missile, that fiery eyeball below you will hunt you down until you destroy it.



The troops are extremely difficult to defeat in Glames's last line of defense. To keep all of your characters healthy in these final battles, switch between your warriors so that no one takes all the punishment.



Outside of Glames's underground lair, stay alert for attacks from above *and* below. Goblins dive from the ceiling, while fire-serpents snap at you from the floor.



The thick, dank atmosphere in this room is filled with the sour smell of melting rock. Acid drips from the ceiling. Dodge this dangerous rain, grab the magic power-up, and run.



With thousands of years under his belt, Nizetti is wise and knows about many things — listen to what he says.



Earth's fate depends on this stellar showdown between good and evil. Only Yuko and her Sword of Valis stand between us and the master of evil — Glames, King of the Dark World.



CENTURION

William R. Trotter

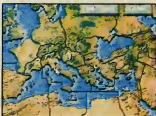
Centurion was one of the best computer games of 1990, and it's a pleasure to report that the new Sega version has all the virtues of the original: great graphics, dramatic soundtrack, strong role-playing elements, and terrific animated battle scenes.

Each game of *Centurion* begins in 275 B.C., when Rome was only a small, aggressive city-state. Rome is ready to expand throughout the known world — but only if it can survive successive onslaughts from all directions by marauding armies.



The animated battle scenes are wonderful. You can give orders to any unit within your radius of command (the dotted white line).

There is but a single Roman legion, and you are its commander. Your ultimate goal is to rule the world as the mighty Caesar. There is no "right way" to win in *Centurion*. The rules of empire-building keep shifting and there's rarely enough money or manpower to do everything you want. Besides waging wars of conquest and defense, you'll have to keep the loyalty of the Roman people by staging gladiatorial spectacles and chariot race.



Keep track of the changing strategic situation and of the movements of barbarian armies on this handsome map screen.

Your rank, from mere officer to proconsul and beyond, depends only partly on your battlefield leadership. It also hinges on your status as a public figure, and on how well you uphold the honor of Rome — as a diplomat, ally, and administrator.

The heart of the game is in its battle screens, where you wage war against all sorts of armies. You face everything from wild-eyed barbarian hordes to powerful Carthaginian armies equipped with war elephants (wait until you hear them bellow and roar!). You can give orders to each unit, adopt big formations for your whole army, or unleash the legion for a bloody melee. The animated armies march, hack, and slash with great vigor.

When you reach the middle levels of the game, you can also raise and command navies, then lead them into ram-and-board sea battles, complete with whooshing fireballs. Obviously inspired by the naval battles in *Ben Hur* and *Cleopatra*, these scenes feature spectacular graphics.

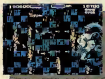
Chariot races are a sure-fire way to gain popularity, and to make a few coins on the side. Some of *Centurion*'s finest special effects are found in these breathtaking scenes, which were modeled on the race scene in *Ben Hur* and which even allow you use such creative strategies as bribing opponents or drugging their horses.

Centurion looks great and is marvelous fun to play. Although there have been other games based on this subject, most aren't in the same class — er, legion — as this classic piece of cinematic entertainment.



The chariot races offer some truly spectacular graphics as well as a really novel kind of arcade action.

Electronic Arts, 1820
Gateway Drive, San
Mateo, CA 94404



ir Buster™ is so hot, you'll want this glove to play!

Inside every Air Buster package is an offer for a free Kaneko video glove. Great protection when you take the controls of your Air Buster warship. Because the action is fast and furious. And the game is hot. Air Buster is a full-fledged, take-no-prisoners, hyper-drive war to the finish, with three-dimensional screens and incredible sound effects. Simultaneous

two-player action, with vertical scrolling, means you need cunning,



instinct and flight skills to destroy the enemy... and survive. It's warp-speed excitement!

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HARDBALL

Brian Carroll

In 1985, Accolade released a PC baseball simulation now considered a classic — *Hardball!*. It sold more than 500,000 copies and inspired a follow-up edition, *Hardball II*. Now, six years later, Accolade's new videogame label, Ballistic, is hoping its Sega Genesis version of *Hardball!* will enjoy similar success. There is every reason to believe it will.

Like the PC version, the videogame not only serves up a very realistic game of baseball, but also captures the flavor of an afternoon at the ballpark. The game does this by authentically rendering the sights and sounds of baseball. You'll see realistic pitchers' windups and batters' swings. You'll hear the pop of a ball finding its way into a fielder's glove, the whoosh of a hitter's missed swing, and the crisp crack of a clean hit through the gap.

With few exceptions, the game play in *Hardball!* is as smooth and natural as any baseball game for any



Make sure you react to the ball as soon as it is hit. A split-second delay can be the difference between holding a man to a single and allowing him to leg out a double.

game system or computer. Your feel for the game should become as comfortable as a favorite baseball glove in less time than it takes to turn a double play.

Most remarkable is *Hardball!*'s handling of the pitcher-batter matchup. Its complexity makes possible the "mind games" that are as much a part of baseball as sacrifice flies and the seventh-inning stretch. Each hurler has a wide range of pitches available to him, which he can throw for either perfect strikes



Each pitcher in *Hardball!* has an arsenal any major leaguer would give his right arm for (or left arm, if he's a righty).

or unhittable balls. Hitters, meanwhile, can position themselves anywhere in the batter's box, and can either pull the ball or stroke it to the opposite field. In other words, every pitcher is Roger Clemens, and every hitter is Wade Boggs.

Fortunately, these terrific players get to ply their trade on an even playing field. Unlike those in most baseball videogames, this game's ballpark has reasonable dimensions, which means you won't see an unrealistic number of inside-the-park



The key to making the clutch grab is to follow the shadow of the ball on the field.

home runs. It also means that solid defense is rewarded, and stupid mistakes are punished fairly.

Because *Hardball!* isn't licensed by Major League Baseball, you won't see any celebrity names or famous ballparks. The cities of the American and National Leagues are all represented, though, so you'll be able to play as your favorite team anyway. The great variation in the teams' abilities adds to the realism — as you get to know the teams, you'll develop your own preferences.

Hardball! is a great game. Easy to play and terrific to look at, it could easily become one of your favorites.

Ballistic, 550 S. Winchester Blvd., San Jose, CA 95128

JAMES POND: UNDERWATER AGENT

Lisa M. Bouchev

REVIEWS
REVIEWS

Super spy James Bond, secret agent #007, has been skirting danger, nabbing bad guys, and single-handedly saving the British Empire for years. But England isn't in danger in this new game from Electronic Arts. There's a different sort of trouble brewing, and it's up to a different sort of spy to save the day.

His name is Pond, James Pond, and he's the only fish in the sea big enough to stop the evil Dr. Maybe from polluting the ocean with radioactive waste and oil spills. In *James Pond: Underwater Agent*, you play a fish with a mission — actually 12 missions, each one more difficult than the last.

At the start of each mission, a message appears on-screen with your instructions. James Bond fans will feel right at home, if a little out of their element. Mission names, from "A View to a Spill" to "Fishfingers" and "Orchids are Forever," are derived from the titles of 007's books and movies.



Six lobsters are trapped in cages in your first mission. You must find a key to unlock at least four of the lobster cages to earn your "License to Bubble."



In mission 2, your assignment is to rescue seven friendly fish from a pond contaminated with illegally dumped radioactive waste. Lead at least five fish to safety to complete the mission.

You'll find secret rooms, bonus items, hidden treasure, and assorted enemies in each mission. Secret rooms can be good, bad, or neutral, and the music you hear when you enter will tell you what kind of cavern it is. If it's a good room, grab all the goodies the first time you're there — if you leave a room without grabbing everything and try to re-enter, the room will turn bad.

The bottom of the seabed is littered with bonus objects. You can use some of the objects as soon as you pick them up, but others have to be used somewhere else in the game. Bouncing objects usually do something, good or bad. For example, glue pots and bombs bounce, and they're unhealthy for our hero. But clocks and potion bottles bounce too, and they work to your advantage.

Super bonus items, or hidden treasures, can up your score by as many as 20,000 points. Golden coins



You've discovered the wreck of a sunken ship in mission 4, and legend has it she was loaded with gold when she sank. Recover the loot from the underwater cavern, but watch out for pirate ghosts.

are worth 5,000 each, a gold cup trophy scores 10,000, and each treasure chest is worth 20,000 bonus points. Starfish bounce around the seabed and are tough to catch, but some of them are worth the effort.

An arcade-adventure game with a conscience (what other game lets you save the world from environmental threats?), *James Pond's* graphics and storyline should appeal to players of all ages. Game play isn't as challenging as in other Genesis games, though, making *Pond* best suited for younger or beginning players.

Electronic Arts, 1820
Gateway Drive, San Mateo,
CA 94404

KING'S BOUNTY

Matthew A. Firme

If you want a good introduction to the world of role-playing games, *King's Bounty* is a great place to start. Unlike some RPGs, in which success depends on battle after battle in an effort to accumulate hit points, *King's Bounty* is a game of accumulating money. And best of all, you can find lots of money without ever facing an enemy.



The sorceress is able to learn more spells and deliver them with greater power than the other characters. She's a good choice for beginning players.

You play as any one of four characters. All are loyal to King Maximus, who has ruled your world's four continents with the Scepter of Order. But a gang of villains, led by the hideous Arch Dragonbreath, stole the scepter from Maximus. Now the world is a splintered, feuding place.

Your job is to help the king recover his scepter. To do this, you'll have to assemble the map showing the scepter's hiding place. The map was cut into 25 pieces, and the 17 villains who helped Dragonbreath each have a piece. The other eight



The game's auto-mapping feature is very handy. Don't waste days traveling where you've already explored.

pieces of the map are scattered across the continents.

Basically, you hunt the villains down, storming their castles and bringing them to justice. As you do this, you accumulate pieces of the map. You're also paid a handsome bounty for each villain. You can only collect bounty on a villain if you have a contract on him, though. If you storm a castle occupied by a



Each time you bring a villain to justice, a new portion of the map is revealed. Sometimes, you'll be able to tell where the scepter is without seeing all the pieces.

villain you don't hold papers on, he goes free.

Of course, there's more to the game than just walking up to a castle and fighting. You first must be sure your army is strong enough to do the job. That's where the money, so important to your success, comes in. Just as your king pays you bounty money and allowance, you have to pay your troops. You also must pay a fee when you recruit new soldiers.

You can lead up to five different groups (peasants, archers, and pikemen, for example) at a time, but the number of soldiers in each of those groups depends on your leadership ability. You grow more powerful as a leader by distributing the spoils of your battle amongst your troops, and by winning promotions from King Maximus.

King's Bounty is designed to let you explore your world right from the start. You can rent a ship and explore the shores and rivers of all four continents in safety, and from your ship you can see treasures, enemies, and castles. In this way you can find enough money to hire a top-notch army without risking a battle you might lose. Of course, you'll have to fight sooner or later.

**Electronic Arts, 1820
Gateway Drive, San
Mateo, CA 94404**

MIDNIGHT RESISTANCE

Jeff Lundrigan

You can play some games obsessively for weeks before they crack and let you win. Other games, though, surrender without much of a fight. *Midnight Resistance*, developed by Data East, is one of these — you might enjoy the battle, but it just doesn't put up much, well, resistance.



Look at all the weapons lockers before choosing your weapons. Sometimes you'll find the same item in two lockers, and one will "cost" less than the other.

You are a professional soldier, who for years has fought against South American drug lords. In a twist on the "somebody has kidnapped your girlfriend/sister/princess" storyline, the bad guys in *Midnight Resistance* capture your entire family, including grandparents. The government can't help, so there's only one thing to do: Go in there and get them out yourself.

As you fight your way into the enemy stronghold, some of your attackers drop keys. You collect these keys and use them at the end of every stage, where special weapons are locked in display cases. Some cases take more keys than others to open, and you can only hold a

maximum of six keys at a time. You have to choose weapons carefully, because you won't get another choice until the next stage.

You can use both a rifle and a launcher in each stage. The most useful gun overall is the 3-way, which fires a spread of bullets. The best launcher is probably the one that fires homing missiles, since they seek out enemies.

One unusual feature of *Midnight Resistance* is that the fire button acts more as an on/off switch than a trigger. Once the gun has been switched "on," it will continue firing on its own. This means less thumb fatigue.

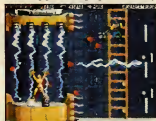
Also interesting are the different ways you can choose to control your character. You can select either a traditional, shoot-where-you're-facing control system, or one that allows your character to shoot in a completely different direction than the direction in which he's running.



While the graphics aren't dazzling, they're often very good. Those planes are getting ready to attack — keep running back and forth while fighting them, or you're likely to get bombed.

It can be a little awkward to control this at first because you use the "B" button to rotate your character's torso through eight firing positions. It's a skill that improves with practice, though, and in some stages this ability is almost essential.

Although *Midnight Resistance* is an 8-meg game, its graphics are only



The 3-way gun is useful here because it lets you destroy those electrodes while staying out of the way of the boss's laser beams.

average — in fact, the game looks a lot like the NES title *Super-C*. It's not a particularly difficult game either, even on its "very hard" difficulty level. This doesn't mean that it's not an enjoyable game. It has a number of challenging sections, and it's extremely playable. The game just doesn't take very long to get through.

Sega of America, 573
Forbes Blvd., South San
Francisco, CA 94080

688 ATTACK SUB

Gary Meredith

In the murky world of underwater warfare, nuclear missile subs are hunted by killer attack subs. Life aboard a missile submarine is comparatively leisurely, while an attack sub's crew is constantly under pressure—ferreting out the missile subs, trailing them, cataloging their sound signatures, and keeping track of them at all times.



The CONN (conning tower) is where all the action begins. From here, you can access all other stations. Check with the radio room to receive your orders.

688 *Attack Sub* places you in command of a killer submarine, either an American Los Angeles-class or Soviet Alfa-class. In a variety of realistic scenarios, you'll perform the missions that are part of modern submarine warfare—from the routine surveillance of missile subs to rehearsal exercises with surface ships and aircraft, preparing for all-out nuclear war.

Almost a carbon copy of the very popular PC game of the same title, 688 *Attack Sub* is a finely detailed simulation with enough realism to satisfy serious students of submarine warfare. There are lots of vari-

ables, including temperature gradients and boundary layers, sonar sound channels, and various types of weaponry and the damage they can do. Despite the level of detail, the game never bogs down in overly involved procedures. In fact, the game actually plays more smoothly on the Genesis controls than it does on a PC keyboard.

The main action screen is a view of the sub's control room. Here you'll find individual action stations for steering, systems monitoring, communications, navigation, weapons control, sonar/radar, and periscope. The periscope is where you'll probably spend a lot of your time, since it's from here that adversaries are



All ship functions are monitored from the CONN status panel, which shows how the sub is performing.

targeted and weapons fired. But you'll need to access the other stations often, and here the advantage of the Genesis controls is most evident. You can quickly and smoothly switch from one ship station to another—which is important, since the designers have compressed the time frame of the game. This is an effort to inject as much action as

possible into a world which, in reality, consists largely of waiting around.

688 *Attack Sub* is a welcome addition to the steadily growing adult market in videogaming. It's an excellent simulation, with outstanding graphics and digitized sounds (including Russian dialogue). Events of the past few years may have made some of the game's scenarios obsolete, but that shouldn't detract from your enjoyment of the game.

If your arm's a bit sore from all those hack-and-slash adventures, this nice, cool, 1500-foot plunge into the North Atlantic might hit the spot.



You target enemy vessels by clicking on a ship once it's in range (approximately 10 nautical miles). Be sure you've loaded and armed a few torpedoes before attacking.

Sega of America, 573
Forbes Blvd., South San
Francisco, CA 94080

STREET SMART

Stephen Poole

REVIEWS

Tired of saving the Earth from outer-space marauders? Weary of shooters that make you select a different weapon for every new enemy you meet? A little bored by role-players, with their magic spells, hit points, and lackluster action? If so, *Street Smart* may be just the thing to get rid of your videogame blahs.

Street Smart doesn't waste any time getting to the rock'em, sock'em action that makes up the bulk of the game. You've entered a nine-round street-fighting tournament, where each contest is a fight to the finish and the only weapons allowed are hands and feet.

Each of your foes is unique in size, strength, and fighting style, and they get tougher as you advance in the tourney. Actually, they only get physically tougher — your first opponents are as quick and skillful as the fighters you face at the end of the tourney.

You can play as a martial-arts specialist or a pro wrestler. Either



Avoid Larry's rolling kicks at all costs by leaping as soon as he hits the deck.

way, your moves are limited to jumps, kicks, punches, and one special technique. (The wrestler unleashes a series of spinning kicks, and the martial artist throws a flurry of punches.)

After a victory, you're awarded bonus points based on your performance. You use these points to increase your stamina, strength, or defensive powers, but your opponents always have an edge in at least one of those areas. You can offset their advantage by remembering a few simple tactics.

The back-flip is a great move for a couple of reasons. It can propel you to safety as your adversary is about to strike, but you can also use it on the attack. Turn your back to your opponent, and as he closes in you can flip over him and land several blows before retreating.

Don't try to go toe to toe with any of these guys. It's best to "stick and move" — leap in close, get off a quick punch or kick, then immediately jump away. Mastering this tactic is crucial, especially when your stamina is running low.

You can wager your winnings on each fight, but the size of your bankroll only has a cosmetic effect on the game's ending (should you win the tourney, that is). You'll end up as a well-dressed champ with a beautiful girlfriend, or a penniless warrior with only his honor to comfort him.

Although *Street Smart* has a nice look and smooth animation, it doesn't expand the boundaries of the punch-and-kick style of game. But players who thrive on basic, barehanded action will find *Street Smart* right up their alley.



Mr. K may look massive, but if you've made it this far it's only a matter of time before you take care of him.



One punch from Mike and you'll wind up kissing the pavement. He's pretty sluggish, though, so move in and strike before he can respond.

Treco USA, 2421 205th Street #204, Torrance, CA 90501

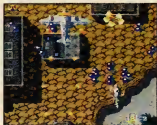
TWIN COBRA

Richard Lashley

Your helicopter skims through the cool morning mist. At this low altitude, the enemy won't see you until it's too late. As you spring from behind a line of trees, the thump of your rotors shatters the dawn stillness. You lock missiles on target. You and your Cobra attack copter are the enemy's worst nightmare.

Twin Cobra is an arcade shooter that has all the thrills of helicopter combat. From your overhead perspective, you fly a hi-tech fighting machine through dogfights and ground attacks. Tanks, helicopters, and anti-aircraft guns constantly try to knock you out of the skies. Even with all this action on-screen at once, your copter's movement, while a bit sluggish, remains silky smooth.

Twin Cobra has rapid-fire guns that save your trigger finger from undue stress. A nice feature, because you'll do a lot of shooting. You're often completely surrounded by enemies, and must chop out a path



The blue power-up supplies good defense against large frontal assaults. This power-up's spread of fire enables you to attack many targets at the same time.

in front of you. Be careful and don't be greedy. Instead of swerving around trying to rack up a few more kills, your best bet is to keep it straight and simple, and stay alive.

Shooting down opponents and attacking ground targets are only a few of the tasks in this game. There's some strategy in determining when to change to a different weapon. When you destroy one of the enemy's large troop-carrier helicopters, a power-up is released. As a general rule, a blue power-up is the best choice because its broad spread of fire shoots down multiple bogeys simultaneously. Be careful, though: power-ups are dangerous to chase down. They fly all over the screen, and you can become distracted as you pursue them.

Although you have unlimited ammo, your bombs are not an endless resource — you have only three when you start this mission. With a stunning flash of energy, your bombs damage all opponents on the screen.



Your bombs are highly effective against enemies. But they can hurt you, too, because the bright flash of the explosion hides any stray shots your enemies might have fired before they were destroyed.

To obtain extra bombs, destroy as many of the troop-carrier copters as possible. Some of them will leave behind extra bombs after you blast them out of the skies. The best strategy is to save most of your bombs to fight bosses.

Twin Cobra supplies hours of addictive arcade action that draws you back, round after round. Although you might find that your helicopter maneuvers a bit sluggishly, you'll still enjoy this entertaining package of sights, sounds, and fun.



Above these dangerous city streets, the four-directional fire pattern of the yellow power-up works great. To boost your lasers even more, pick up the yellow disk floating behind you.

Treco, 2421 205th Street,
D-104, Torrance, CA 90501



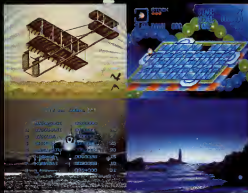
16-BIT CARTRIDGE

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